

Choose the game Stage(music):

Stage no.



Tap the "music me" icon, the screen will stay blank for 2 seconds. During this time, you can select the lightshow button to select the song you would like to play.

Choose the free play mode:

Tap the "music me" icon, and follow steps to select a stage mentioned above. Stage 001~015 is the normal stage no., 101~115 is free play mode and does not have a countdown timer.

Sound list:

- Stage 01: Mary had a little lamb
- Stage 02: Row, Row, Row Your Boat
- Stage 03: Frere Jacques
- Stage 04: Silent night
- Stage 05: Old Macdonald
- Stage 06: Take me out to the ball game
- Stage 07: Baa Baa Black Sheep
- Stage 08: Turkey in the straw
- Stage 09: Pop Goes the Weasel
- Stage 10: London Bridge
- Stage 11: Jingle Bells
- Stage 12: Hungarian Dances No.5
- Stage 13: Sonata K.331 3rd Mov. "Turkish March"
- Stage 14: Canon in D Major
- Stage 15: The Entertainer

MUSIC ME: Tap the MUSIC ME icon to play

Objective: Follow by tapping the red icon from the game tap area (the bottom of the screen). A whole song will play if you hit the red buttons correctly.

How to Play: Within the time limit, tap the bottom of the screen red icon to finish a whole song. Red icon will move down when you tap red icon from the bottom of the screen. The faster you finish the song, the more points you can receive.

Tip: there are a total of 15 stages (music) in the game. you can choose your last finished stage to continue the game. When you finished 15 stages (music), you can get the free play mode. This mode is no time limit, you can play the sound by your rhythm and speed.

Lights: Recommended lighting is light or dim.

BATTERY SAFETY INFORMATION:

- Batteries should always be replaced by an adult. - Do not mix old and new batteries. - Do not mix alkaline, standard (Carbon-Zinc), or rechargeable (Nickel-Cadmium or Nickel Metal Hydride) batteries. - Non-rechargeable batteries are not to be recharged. - Rechargeable batteries are only to be charged under adult supervision. - Different types of batteries or new and used batteries are not to be mixed. - Only batteries of the same or equivalent type as recommended are to be used. - Batteries are to be inserted with the correct polarity. - Exhausted batteries are to be removed from the toy. - The supply terminals are not to be short-circuited. - Do not dispose of battery in fire. Battery may explode or leak as a result. - Remove batteries from the toy before prolonged storage. - Dispose of used batteries properly. - Batteries should be recycled or disposed of as per state and local guidelines. - Please retain this information for future reference.

FCC/EMC REQUIREMENTS:

This device complies with part 15 of FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Product and colors may vary.

Carefully read the provided instruction manual as it contains important information. Conforms to product safety standard ASTM F963-08 and EN71 regulatory requirements. Please retain this information for future reference.

Before use remove and dispose of any plastic bags and any other packaging and keep them out of reach of children.



If at any time in the future you should need to dispose of this product please note that waste electrical products should not be disposed of with household waste. Please recycle where facilities exist. Check with your local authority or retailer for recycling advice. (Waste Electrical and Electronic Equipment Directive)



Connect-IM-US-NO-BATTERY

FLASHPADTM CONNECT

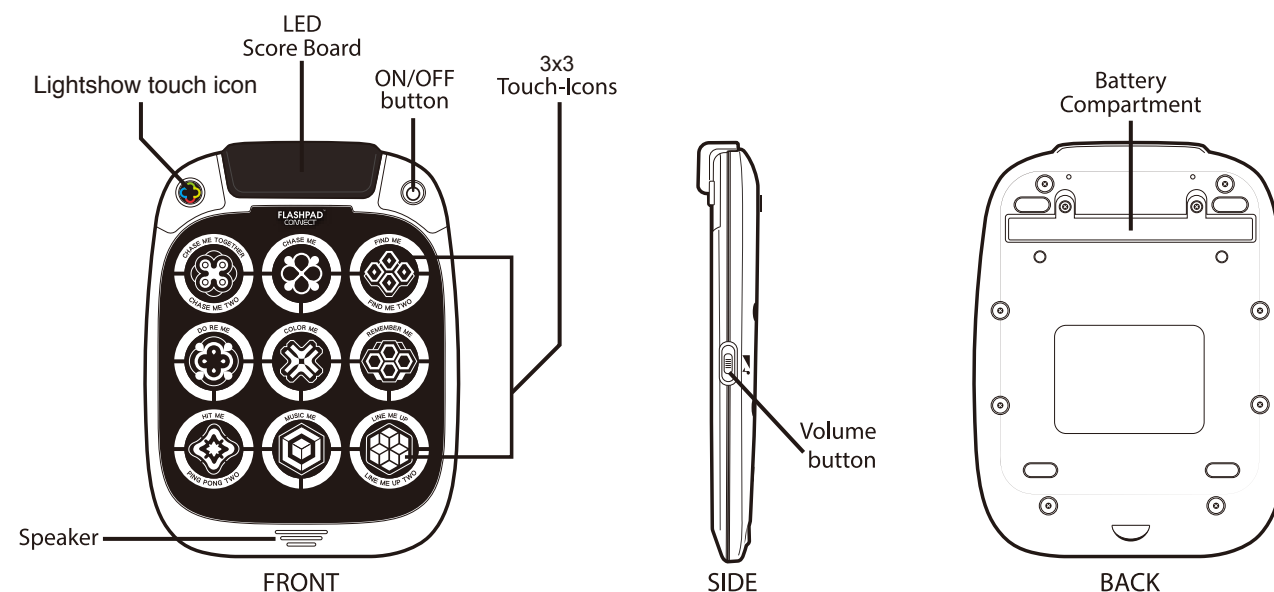
Instruction Manual

Thank you for purchasing FlashPad CONNECTTM, the innovative electronic light & touch game board for solo or group play. Please kindly take a few minutes to read the instruction manual to enjoy full features of FlashPad CONNECTTM.

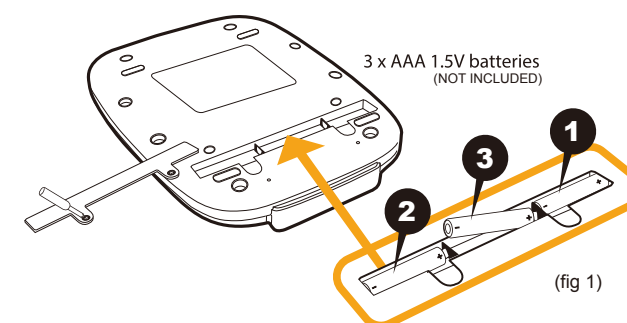
WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 yrs.

3+

GETTING STARTED: Note: Game play is easier to see under dim or dark lights

**GAME SELECT MODE:**

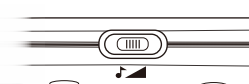
Press the ON/OFF button once to turn on the FlashPad CONNECTTM. The button is located on the right top of the FlashPad CONNECTTM. After turning on, 9 touch-icons will light up RED and background music will play. Simply tap one of the games by touching the corresponding touch-icon.

**BATTERY INSTALLATION:**

Adult supervision is recommended when replacing batteries.

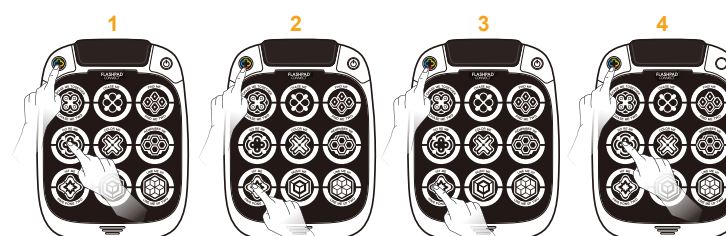
- 1 Use a Phillips screwdriver to unscrew the battery door.
- 2 Install three AAA 1.5 V batteries (not included) in the battery compartment in sequence (fig 1). Make sure to follow correctly the positive(+) and negative(-) polarities with the corresponding markings inside battery compartment.
- 3 Reinstall the battery door and tighten the screw.

VOLUME SETTINGS: Located on the thin right side of the FlashPad CONNECTTM.



Volume Level*
High Volume
Medium Volume
Mute

Remarks: You can change the volume during the game play without stopping the game.

SCORE MEMORY RESET/ CHECKING THE HIGH SCORE:**SCORE MEMORY RESET:**

Select and hold down on the lightshow icon. While holding down on the lightshow icon, tap the following games icons in the corresponding order - Do Re Me, Hit Me, Hit Me, Do Re Me. The game board will flash once scores are reset and will go back to the game select mode.

CHECKING THE HIGH SCORE:

In GAME SELECT MODE, press and hold the corresponding game icon for 3 seconds to see high score. You will hear: "High Score" for the game icon that you are pressing and the previous high score will appear on the LED scoreboard. After high score appears, it will return to the GAME SELECT MODE.



NOTE: There is no score record for "Color Me", "Do Re Me", "Chase Me Together", "Chase Me Two", "Find Me Two", "Ping Pong Two", "Line Me Up Two", games.



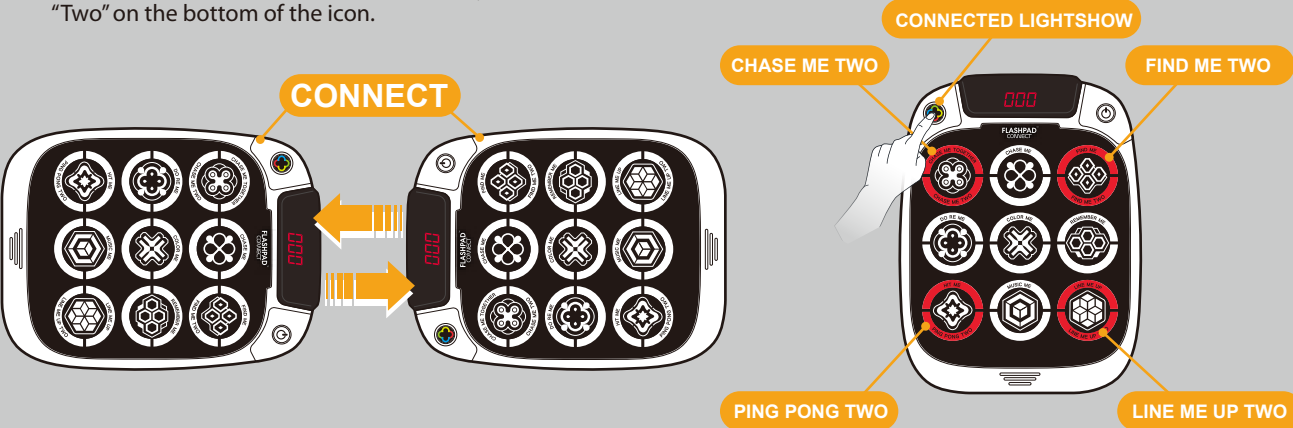
MADE IN CHINA

VIRZTEX Company Ltd.
1505-7, 15/F,
Chinacem Golden Plaza,
77 Mody Road,
Tsimshatsui East,
Kowloon,
Hong Kong

CONNECTED GAME MODE :

CONNECTED GAME MODE:

Connected game mode is for the game to be played with 2 FlashPad CONNECTS. Have the 2 FlashPads facing each other (as shown in figure.) Turn both flash pads on and choose a game icon for Connected play. Connected games are labeled with "Two" on the bottom of the icon.



* Choose one of the Connected Games to enter.

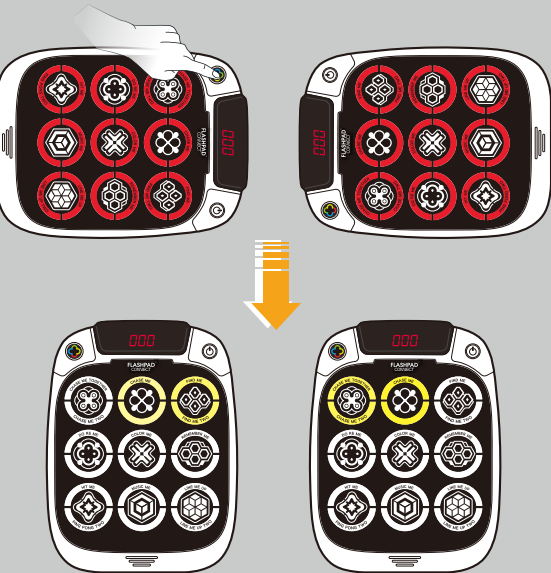
CONNECTED GAME REMINDER

For better Connected gameplay performance:

- 10' max distance for 2 FlashPads to connect with each other
- FlashPad CONNECTS must point towards each other without any obstructions in order for connected gameplay.
- Sunlight and/or other devices emitting infrared signals may affect the connection between the 2 FlashPad CONNECTS.

Please note: If 2 FlashPad CONNECTS are being played within 10' of each other , FlashPad CONNECT will not enter normal gameplay and will enter Connected gameplay.

CONNECTED LIGHTSHOW



Connected Lightshow Mode

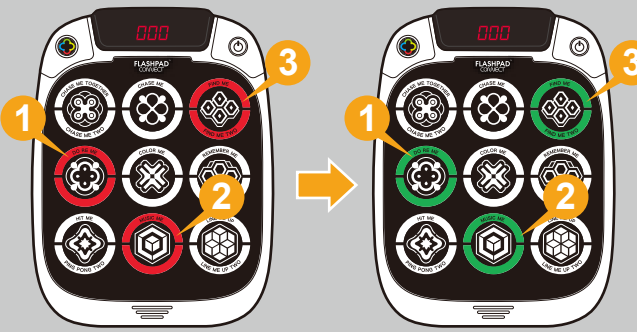
This is a light show for 2 FlashPads

How to enter:

Place 2 FlashPad CONNECTS side by side (as the figure shows), and turn both on to enter game select mode. Tap the light show icon on the left side of FlashPad CONNECT. Both FlashPad CONNECTS will enter Connected light show mode.

Lights: Recommended lighting dim or dark.

REMEMBER ME



REMEMBER ME: Tap the REMEMBER ME icon to play

Objective: Memorize and repeat the light up icons in the sequence to achieve the high score.

How to Play: The board will start with 1 icon lit up for about 1 second and then disappear. After the lit up icon disappears, you will need to remember it and tap that icon. You will now move onto level 2 where the first icon will light up, followed by a second icon. You will need to remember both icons and the sequence they appeared. As the game proceeds, the number of icons in the sequence will increase.

Tip: Once you go further into the game, it will mix in green icons. You will need to skip over the green icons and only remember the red icons and their sequence.

Lights: Recommended lighting dim or dark.

HIT ME



How to enter the game:

Make sure there are no other FlashPad CONNECT™ in game mode nearby, tap the HIT ME icon to play.

Objective: Tap the moving icon within 30 moves to 100 moves to achieve the high score.

How to play: The red icon will move in a defined pattern, and the icon will move faster and faster until 100 steps. The later the player taps, the higher the score the player will get. If the player cannot tap the red icon within 100 steps, player will lose game.

There are 9 levels. Each level will have different moving patterns.

Lights: Recommended lighting dim or dark.

LINE ME UP

How to enter the game:

Make sure there are no other FlashPad CONNECT™ in game select mode nearby, tap the LINE ME UP icon to play

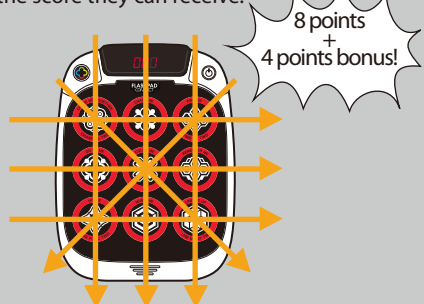
Objective:

- Make 3 red icons to form a line (diagonal, horizontal or vertical) , then tap the light show icon to earn points. The more lines you form, the higher your score rises.
- How to play:**
- Tap an icon to change its color, Tap until the icon color changes to red, then tap another icon to also change to red , Form a line of 3 red icons (diagonal, horizontal or vertical), and receive 1 point for each line . If the player forms 8 lines, they will receive 12 points .
- If the player cannot score within 6 seconds by tapping the lightshow icon , the existing pattern will be scrambled into another random pattern.
- Game time limit is 1 minute. The more lines the player can form within 1 minute, the higher the score they can receive.



Tap the icon to change its color, until the icon changes to red , then tap another icon to change to red, to create a row of 3 red icons (diagonal, horizontal or vertical)

Tap the lightshow icon to receive 1 point



1 score for each line. If the player forms 8 lines, they can receive 12 points

Lights: Recommended lighting dim or dark.

DO RE ME

CHANGE INSTRUMENTS (PIANO/HARP/ DRUM SET)



DO RE ME: Tap the DO RE ME icon to play

Objective: This is a music keyboard where you can create your own music from the choice of 3 unique instruments.

How to play: Select your choice of musical instrument by tapping the light show icon. You will have the choice of Piano, Harp or Drums (Taiko, Wood Blot, Steel Drum). Next, choose the octave or tone in the upper middle or upper right icon. Use the upper left and the bottom 2 rows, also known as the "Melody Zone" to create your music.

Note: Drum does not have an octave or tone selection.

Lights: Recommended lighting dim or dark.

PIANO/ HARP

DRUM SET

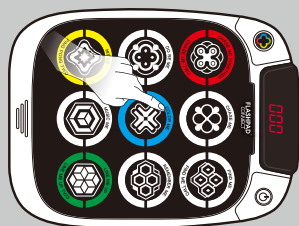


Please read the FlashPad Connect sheetmusic to play your favour song!

COLOR ME

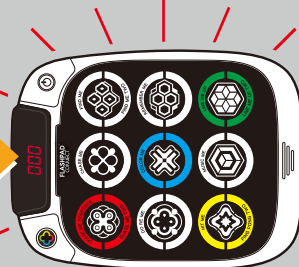
ICON SHIFT FUNCTION

Unleash your creativity!



Tap the icons to create your own colorful patterns.

BLUE SIDE



Tap the light show icon for 2 seconds, icon will shift to another FlashPad.

Connected Game Mode can make for more fun light effects!

How to enter the game:

COLOR ME: Both FlashPad Connect™ Tap the COLOR ME icon to play

Objective: This is a freestyle drawing board where you can create your own colorful patterns.

How to Play: Tap the icons to change the color in a sequence (red, green, blue, yellow, purple, light blue).

Tip: Tap the icon once to turn it red, tap the same icon again to change it to green, tap 3 times to change it to blue, etc. In order to go back to GAME SELECT MODE, turn the FlashPad CONNECT™ off and then on again.

Lights: Recommended lighting dim or dark.

Tap the light show icon to clear the pattern,

ICON SHIFT FUNCTION

tap the light show icon for 2 seconds, will shift the pattern in current flash pad connect to the other flash pad connect. With this remote data transfer feature, it can help to make some interesting party / group play game

Remark:

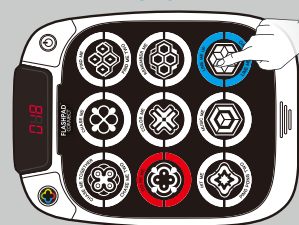
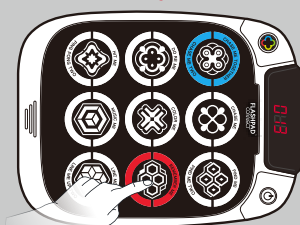
To reset the screen, press the lightshow button, FlashPad CONNECT™ will go into sleep mode after 30 minutes of not touching in COLOR ME MODE.

CHASE ME TWO

CONNECTED GAME

RED SIDE

BLUE SIDE



Red side taps the red icon.

Blue side taps the Blue icon.



Score will be shown individually at the end of each round and game.

A Connected game using 2 FlashPad CONNECTS.

How to enter the game: Have 2 FlashPad CONNECTS facing each other (as the figure shows), and turn both on to enter game select mode. Tap the CHASE ME TWO icon on any one of the FlashPad CONNECTS to connect each FlashPad together and enter gameplay.

Objective: Tap more of your colored icons than your opponent within 30 seconds to win. There are 3 rounds to this game.

How to play: The FlashPad CONNECT that selects the game is the red side and the other FlashPad CONNECT is the blue side. Each side needs to try to tap the most of their color icons. The side with the highest color icons tapped, wins. Points will be deducted if you tap the wrong color icon.

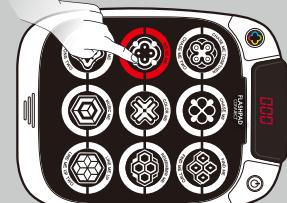
Lights: Recommended lighting dim or dark.

FIND ME TWO

CONNECTED GAME

RED SIDE

BLUE SIDE



1 Red side choose the base

2 Blue side choose the base



3 Red side taps an icon to find the Blue side's base

4 If Red side find the Blue side's base red will receive 1 point.



5 If Red side cannot find the Blue side's base, the blue side will have a chance to find the red side's base.

This is a Connected game using 2 FlashPad CONNECTS. 2 players compete by trying to guess the decision of the other player.

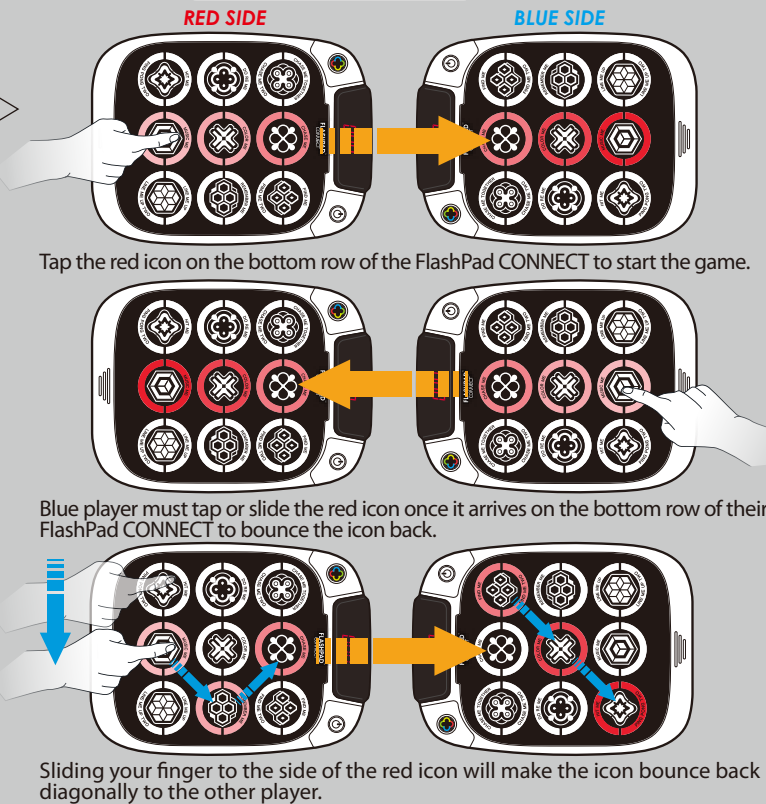
How to enter the game: Have 2 FlashPad CONNECTS facing each other (as the figure shows), and turn both on to enter game select mode. Tap the FIND ME TWO icon on any one of the FlashPad CONNECTS to connect each FlashPad together and enter gameplay.

Objective: Find more of the opponent's bases within the 4 rounds of the game.

How to play: First, the red side blinks, the red side player chooses from any icon as the base. It will then shift to the blue player's turn to choose an icon for their base. Both bases will hide after selected. Gameplay will start from the red side. Red side player will try to guess the blue player's base by tapping an icon on their FlashPad CONNECT. If the base is not found, it will be the blue player's turn to guess the red player's base. (The blinking green icon implies the active player's turn). Player will receive 1 point if they find the opponent's base. Then the game will move to stage 2. There are a total of 4 stages in this game. Stage 1 requires to find 1 base. Stage 2 requires players to find 2 bases. Stage 3 is 3 bases and Stage 4 is 4 bases. Which ever side finds the most bases during the game will win.

Lights: Recommended lighting dim or dark.

PING PONG TWO CONNECTED GAME



This is a Connected game using 2 FlashPad CONNECTS. Ping pong game for 2 players.

How to enter the game: Have 2 FlashPad CONNECTS facing each other (as the figure shows), and turn both on to enter game select mode. Tap the PING PONG TWO icon on any one of the FlashPad CONNECTS to connect each FlashPad together and enter gameplay.

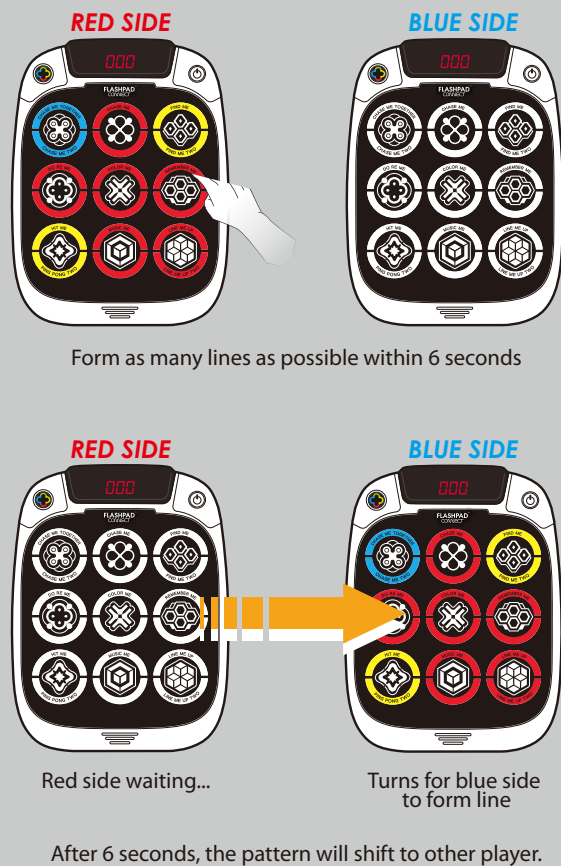
Objective: First side to receive 3 points, wins the game.

How to play: The FlashPad CONNECT that enters the game will become the red side, while the opponent will become the blue side. Gameplay will start with the red player. Red player taps the icon, or slides the icon to make it bounce to blue side. Blue side will need to tap or slide the icon to make it bounce back to the red side. If blue side cannot tap the icon, the red side will receive 1 point. The game will start again with the icon appearing on blue side. The icon will move faster and faster as the game progresses.

Lights: Recommended lighting dim or dark.

LINE ME UP TWO CONNECTED GAME

This is a 2 player game of LINE ME UP, Please refer the game play of LINE ME UP for basic game rules.



This is a Connected game using 2 FlashPad CONNECTS. This game has 2 players compete using their hand speed and accuracy skills.

How to enter the game: Have 2 FlashPad CONNECTS facing each other (as the figure shows), and turn both on to enter game select mode. Tap the Line Me Up Two icon on any one of the FlashPad CONNECTS to connect each FlashPad together and enter gameplay.

Objective:

- Make 3 red icons to form a line (diagonal, horizontal or vertical), then tap the light show icon to earn points. The more lines you form, the higher your score rises.

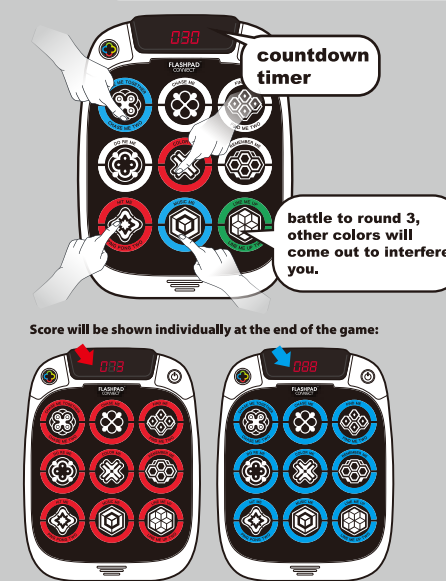
How to play:

- Tap the icon to change its color, tap until the icon color changes to red color
- The icon pattern will shift to the opponents side after 6 seconds each. If the player cannot press the light show button to score in time, the pattern will shift to the opponents side.
- Game will end after each player has 5 chances to score points. The player who has the most points will win.

Lights: Recommended lighting dim or dark.

NORMAL GAME MODE :

CHASE ME TOGETHER 2-PLAYER GAME on 1 FlashPad CONNECT



How to enter the game: If there are no other FlashPad CONNECTS in game select mode nearby, tap the CHASE ME TOGETHER icon to play

Objective: Tap more of your colored icons than your opponent to win. There are 3 rounds to this game.

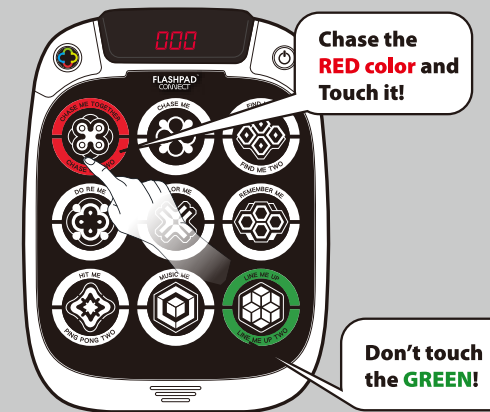
How to Play: Decide who will be Red Icons and who will be Blue Icons. When the game begins, tap as many of your colored icons. Once all icons of one color have been selected, the game will move to the next stage of the round - there are 3 rounds to the game. Each round has a 30 second timer and is shown on the scoreboard during the round. After each round, the score of each color will flash and will state who is currently in the lead.

Tip: Tap your colored icons as quickly as possible to obtain the highest possible score! Once all icons of a specific color have been cleared, the game will move to the next stage regardless if there are still icons of the other color available.

The final round, Stage 3, will introduce other colors that cannot be selected to disrupt your concentration!

Lights: Recommended lighting dim or dark.

CHASE ME



How to enter the game: If there are no other FlashPad CONNECTS in game select mode nearby, tap the CHASE ME icon to play

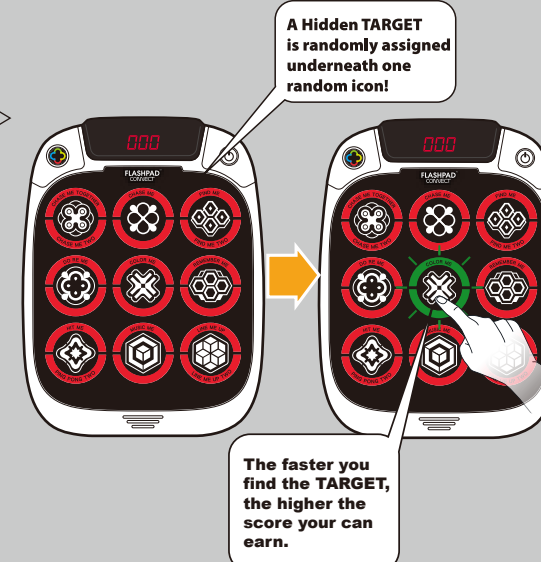
Objective: Tap as many of the red icons as they light up to achieve the high score.

How to Play: Tap all of the red icons as they light up within the 2 second time limit. Be careful not to tap any of the green icons or you will lose. As the game proceeds, the number of red and green icons in each stage will increase.

Tip: You can either tap the red icon and remove your finger before hitting another icon, or you can touch and drag your finger from icon to icon if there are 2 red icons next to each other.

Lights: Recommended lighting is dim or dark.

FIND ME



How to enter the game: If there are no other FlashPad CONNECTS in game select mode nearby, tap the FIND ME icon to play

FIND ME : Tap the FIND ME icon to play

Objective: This is a game of luck. Find the hidden target on the playing board to achieve the high score. The score is based off of how many icons are left after you find the target.

How to Play: The game will start with the 9 icons lit up in red. A target is randomly hidden under one of the icons. Tap the icons one by one to test your luck. After you tap the icons, they will turn green, showing you that you have not found the target. If you tap the icon with the hidden target, the icon will turn blue and the whole board will flash red and green.

Tip: The faster you can find the hidden target (blue icon), the higher your score will be. But be careful because if you wait too long (7 seconds) to tap an icon, you will automatically lose.

Lights: Recommended lighting is dim or dark.